

HIGH SIERRA USERS GROUP



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MEETINGS...

LOCATION & DATE: General meeting and ST Special Interest Group--Truckee Meadows Community College--Room 212; Truckee Meadows Community College SAT. JUNE 20--10 A.M.

ANNUAL DUES...

ANNUAL DUES are \$15.00. If you see a warning dot or notice on your label, please renew your membership by sending your dues to: HISUG; P. O. BOX 2152; SPARKS, NV. 89432. High Sierra Users Group is an independent organization for Atari Computer users in the Reno area.

NOTE: If you want to see this group continue, to develop its fine program library and to publish this newsletter...THEN PAY YOUR DUES PROMPTLY...Don't take these services for granted. Your dues are our only source of income, and we can't continue without them. SEND YOUR DUES IN NOW!

ARTICLES FOR THE JOURNAL...

Articles for the JOURNAL are always welcome. If you wish to submit them in printed form, please set your printer for a 3-1/2 inch wide column in condensed type face. However, as long as your copy is legible, even handwritten copy is O.K. Articles will be printed as space permits, and according to the editor's judgment of suitability. Letters to the Editor are also welcome. Please send material to: Italo Gavazzi; 825 Wilkinson Ave.; Reno NV 89502 by the tenth of the month for publication during that month.

EDITOR COMMENTS...

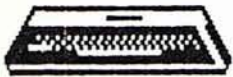
Recently, I asked for comments on what you are doing with your computers--mostly out of curiosity. No comments were forthcoming. However, I've been a hobbyist with several different hobbies long enough to know what it is that makes a hobbyist. The ingredients are fascination and enthusiasm. The amount of actual knowledge a hobbyist has about his hobby may vary considerably, but those other ingredients must be there in large measure.

Therefore, I don't really need to know the specifics about how you're using your computers, as long as you remain fascinated and enthused about them. However, I've warned you that I will slant the articles toward my own interests, unless you let me know where your interests lie. My own interests lie in the direction of applications--word-processing, spread sheets, data-processing, and graphics. Also, I'm an eight-bit owner and expect to remain so--therefore, you ST folks had better furnish me with material about your computers.

BE FOREWARNED--This is where I'm coming from. I will happily print anything else you would like to see provided that it is appropriate, but you will have to communicate same to me.

As noted in last month's issue, with summer coming on, my interest in computers tends to be replaced with outdoor interests. A quick look at our exchange newsletters seems to indicate that this is also true of other computerists and computer groups.

Recently, being an amateur astronomer, I attended the Riverside Telescope Makers Conference in southern California. This annual conference is a great place to see the latest trends in amateur astronomy. One of the most interesting innovations was the use of an Atari 800 to control the movements of a home-made telescope by means of stepper-motors. The program was written in Basic. The co-ordinates of a star or celestial object were fed into the computer--and, presto--the telescope pointed to the object in the sky. Now, there's a practical application for computers that interests me.



ATARI 800XL

A BIT NEWS

INDUS & CPM...

Ever since acquiring my Indus disc drive, I've been curious about the Future Systems upgrade which promises the purchaser the use of CP/M programs. Accordingly, I'm reprinting in its entirety, the following review of same by Richard Coate of BRACE as it was printed in the May 1987 issue of Puget Sound Atari News:

First of all, what is CP/M? CP/M stands for 'Control Program for Microcomputers'. It was developed by Digital Research so that the same software could be made to run on a number of different computers. Because of this universality it was a very popular operating system, and literally thousands of programs were written to take advantage of it. Many of these programs are in the public domain and are of very high quality. Until very recently, the only way to use CP/M on the Atari was to buy an ATR8000, which is fairly expensive. Now people who own Indus disk drives can also use this operating system.

I bought the Ram Charger board for my drive over a year ago when Indus was offering them for \$50 in the hopes that some user would be able to write the software to enable the Indus to run CP/M. They hoped in vain however, because most Atari users know squat about the Z-80 (the CPU in the Indus) in general, or CP/M specifically. Although the promised software (vaporware?) never materialized the card was nice to have anyway. It sure speeded up disk IO.

Then, about six months ago Future Systems, who bought out Indus, announced that they had developed the necessary software. The price was reasonable, but I thought that the availability of software might be a problem (CP/M disk format and Atari disk format are not compatible), so I decided to pass. Then they came out with a utility to transfer CP/M files to Atari format and vice-versa. Now, if nothing else, I could download the programs from a BBS and transfer them to CP/M format. So I dashed off a check and eagerly waited for the package to arrive. Soon UPS dropped it off at my front door and I was all set.

The package comes with very complete documentation on CP/M, a CP/M boot disk for the Indus, and a disk with a terminal program for the Atari so that it can communicate properly with the Indus. Also included is the latest revision of DOS XL, with an update to Synchronesh that engages during the boot process so DOS will load at the fast rate.

The terminal program that comes with the program uses a 40 column "window" on an 80 column document, so you have to horizontally scroll through the page to see all the text. This sounded clumsy to me so I also ordered an 80 column terminal program that uses a graphics 8 screen and small characters to fit 80 columns on the screen at once. This cost extra, as did the file conversion utility, and I feel they should both have been a part of the original package.

So far I have only used the 80 column terminal because I am quite happy with it. The display can be a little hard to read at times but it is basically pretty good. A monochrome monitor would probably help and I wouldn't recommend it at all with a TV. My only real complaints with the terminal program is that there is no way to quit back to DOS, and it can't use the extra memory of an XE as a RAM disk. Those would have been real nice touches.

The CP/M boot disk contains all the files that you need to make CP/M work, but nothing else. Since just having the files for CP/M is like having an Atari with DOS and nothing else, it would have been nice if they would have included a few public domain programs to get you started. The first thing I did was duplicate the disk. This can be done with one drive, but is MUCH easier with two. (The second drive doesn't have to be an Indus.) Even with two drives the process of copying files is very slow. In fact, any time you access another drive with CP/M it is very slow. I later learned through experimentation that even though the Atari can't access the CP/M files, it is perfectly capable of sector copying a CP/M disk, which is much faster than using CP/M to dupe them.

Using CP/M is a lot like using DOS XL. Some of the commands are different, and the Drives are labeled A,B,C instead of 1,2,3, but the format is basically the same. Like DOS XL most of the commands have to be loaded from disk. CP/M boots up very quickly, and any operations that don't involve other drives are also very quick. CP/M comes with a Z-80 editor and debugger for those who are into machine language, and I imagine that some smart people could make the Indus do some pretty amazing things. So far, most of the few programs I've accumulated are games, but I also have a Basic compiler and I plan to try that out soon. I'd like to get my hands on a word processor to see if what's available for CP/M is any better than what is available for the Atari.

CP/M can't do anything the Atari can't, but it is fun to play around with. At the \$49.95 I paid for it (I already had the RAM card) I feel that it was well worth it. It costs \$129.00 if you need the RAM card and I don't know if I would pay that much for it. The 80 column terminal program and the file conversion utility each cost \$29.95, but you can probably talk them into a discount if you buy it all at once. All of the above can be had from: Future Systems; 9811 Owensmouth Ave. Suite 9; Chatsworth, CA

91311; Telephone--(818) 407-1647. Public domain programs are available from: Elliam Associates; 6101 Kentland Ave.; Woodland Hills, CA 91367; Telephone (818) 348-4278.

LETTERS TO THE EDITOR...

Hi, Pete--FATE OF HISUG JOURNAL: Your comments in the last Journal seem quite appropriate to me. The falling off of HISUG dues would indicate that something is not meeting the needs of members. It could also mean that members are gravitating toward IBM clones, Macs and Amiga 2000s, etc., but I have no evidence of any such thing. If Atari doesn't get their act together, it could happen.

The only way I can think of finding out what members are doing and wanting, other than guessing, is to take a poll. Asking people to speak for themselves might create something new in the midst of the death of the old. Warning people of the impending death of their creation is likely to help it die. People like to see death, as is evident in the content of the media. For just one thing, it returns them to the wonder of sheer existence in the here and now. Reminders of one kind or another appear to be an essential part of the human condition.

If I were being polled, I would express my need to know what other local ST owners were doing with their machines, what their problems were and how they were solving them. A recent example of this occurred when Gene Manson called me because I had left out the requirement of returning the original Flight Simulator disk in order to get the free update. I was not home, in fact was in Reno turning pianos (my retirement profession) in the LDS churches (we are not members--of any church) and Gerri answered the phone. Consummate psychologist of the human spirit as she is, she immediately recognized that he really wanted to share with someone who was also interested in simulation-type games; even more, that he simply wanted to have an exchange.

Some aspect of sharing is going unmet at HISUG. So, what can we do about it, because it is our own lack as well. We could include a tear-out form in the Journal asking such questions as: What system do you have and what peripherals; what computer tasks and activities do you do; what problems have you solved; what problems would you like to be able to solve; include your name and telephone number if you are willing to be called by someone who either needs or knows the answer; would you be willing to have your system and phone number listed on a bulletin board at the Computer House (or whatever method would be agreeable to most).

we could also generate info on the problems we think Atari ought to provide solutions to, and then send the company the results of our poll. Atari claims to be responsive, though I have found they respond best to the fear that you are about to buy another system. Now that

you know the direction my thinking is headed in, let me know if there is anything I can contribute to the solution of the HISUG membership situation.
.....Syd Allen

Dear Syd,--Thanks for your comments and your obvious interest and concern. Your suggestion to poll the members is sound, but returns from mail polls are usually disappointing. However, for the present, we will be polling members at meetings. Telephoning those members who dropped out would probably be the best way of finding out their reasons for doing same.--Pete.

ELECTRONIC PUBLISHING...

Desktop publishing has come to the rescue of the aspiring author just in time, what with the cutthroat situation in regular publishing. "Is it catchy enough to sell?" That is about all you can expect from the "trade." Many works of great merit, just because they will not sell large numbers of copies will never see the light of day in that arena. Desktop publishing limited runs of your own work saves the day.

Suppose you are not yet ready for even that expense. Try circulating your work via disk, or uploading it to BBSes and electronic information services.

Articles on both methods are increasing rapidly in the computer magazines. Germane to both is the meaning of the copyright. Your work is copyrighted as soon as you have created it. This gives you certain rights, such as reproduction, duplication, distribution, display, public performance, the preparation of derivative works, etc. You do not need to register the copyright in any way for this, unless you are worried about infringement. Here is a quote from the Copyright Office, Circular R62:

"The Copyright Act of the United States (title 17, United States Code) provides for copyright protection in literary and artistic works. Under the copyright statute which became effective January 1, 1978, copyright is secured automatically when a work is created in a fixed medium.

"Copyright registration is a legal formality intended to make a public record of the basic facts of a particular copyright...registration is voluntary and is not a condition of copyright protection. Registration provides certain advantages, including establishing the public record, establishing the right to bring an infringement suit, and securing a broader range of remedies in infringement suits."

If you do think registration is necessary, it requires filling out a form (easy), including a copy of all or part of your work in printed form, and a \$10 fee. If it is a magazine, even on a disk, you must do this for every issue. Address, for the forms and more complete info:

Publication Section, LM-455; Copyright Office; Library of Congress; Washington, D.C. 20559. Tell them what kind of work you have created, in order to get the correct forms.

[Syd Allen]

STSIG

DESIGNED WITH PUBLISHING PARTNER from SOFTLOGIX

RENO, SPARKS, NV

REVIEW

MicroLeague Baseball
from MicroLeague Sports

Basically, it's not an actual game that you go out and hit the ball...so if you are looking for an arcade-style game, then this is way out of the ballpark (sic). HOWEVER, YOU are the MANAGER of a REAL pro team with all the true players and all the true player's statistics. TRUE meaning the same guys who you watch on TV.

The graphics are moderate on the ST, but compared to the 8 bit Atari's, the graphics are very enhanced. Since the actual play of the game is not the main object, it's not of any big deal. The screens are set up in a easy to read fashion using the mouse and good color.

Strategy and statistics are the name of this game. Authenticity is genuine and a lot of research has obviously been made to make MicroLeague Baseball as realistic as it is.

As Manager you control pitchers, relief pitchers, pitches, batting line-ups, and time-outs, etc. You have the option of managing both teams or the computer can manage one and you the other. Each play is recorded on the screen in the manner of a radio announcer using names of players and jargon of the sport.

It was a joy to use a program that I didn't run into any bugs while playing. Also, if they support the ST version like they have their others, we may see extra team data disks soon.

Honestly, I am not an avid baseball fan, so my review of MicroLeague's program may be slightly less than enthusiastic (I would have preferred arcade-style). I did feel,

though, that it was well done and a perfect addition to anyone's library that loves sports strategy.

ANOTHER REVIEW

Degas Ditty
by Cris Manson

If you aren't acquainted with Degas Elite by Batteries Included, you should be. call me, I'll tell you what it's about or better yet, go to the User's group meeting and ask someone to demo it. If you are familiar with it, the summer issue of Antic's Start Magazine has a neat accessory file to be used with this draw program. Patrick Bass, who is Atari's Technical Director designed and titles it "Toolkit.ACC". Toolkit is a two part accessory file and has two separate operations in it. When you power up with this accessory on your boot disk, you will not be able to access it without Degas being run first.

The first accessory is called 'Page Flipper' and it will allow anyone with a upgraded 520 or any 1040 to animate one or all of the 8 windows of Degas. I found this great to get an idea to find out whether or not I wanted to attempt entering the world of animation. I'm lazy and it's work. Sometimes the two just don't mix. Curious as I am, I drew an open-mouthed PacMan on the first window and a closed-mouth one on the second window. When I selected the Desk dropdown menu, I clicked over 'Page Flipper'. A dialog window opened on the screen and I was able to then select which of the 8 windows (1 and 2 only in this example) that I wanted, also the speed or

frames per second that I wanted it to switch back and forth. That little guy gobbled a mile a minute! Playing around with this one has smitten me with ideas to animate! (Does anyone out there know of a way to save the animated windows to their own file?)

The second accessory 'Screen Operator' is abit more complex for me and I'm still working on understanding the concept. Masks and such are sill obscure to this kid. However, if it is at all as nifty as 'Page Flipper', then I'm sure it will add to your list of Degas utilities.

HELPI HELPI HELPI

SACRIFICE

Must sell my 520ST Monochrome system. It was purchased in March '87. Nice computer desk, also, with monitor shelf plus one extra shelf. Desk has storage cabinet on right and room for box of 2000 sheet printer paper below that. Desk is on wheels. 520 does have RF, so it can work on a color TV. Comes with one SF354 disk drive and all software that came with purchase. Including First Word, NeoChrome, DBMaster, Basic, and Logo. Complete with all manuals. System includes mouse with mouse pad and dust covers for keyboard, drive and monitor. Will also include a DAK power director that sells for \$70.00. It has a surge suppressor in it along with 6 plugs for peripherals.

The entire system is for sale for \$750 or the best offer. Please contact Carolyn Berk at 331-2798 (or Cris Manson at 356-6252. I will throw in two Individual Intro classes at no charge.)

COME TO THE MEETING AND BRING A FRIEND!

WORDPERFECT FOR ST...

The following article, which gives a quick advance look at WordPerfect for the Atari ST, is reprinted in its entirety from the May 1987 issue of the Pokey Press, published by the Atari Computer Club of the Palm Beaches. It is published in Boynton Beach, Florida.

(Editor's note: The following is a brief product description of the features to be expected with the upcoming release of Word Perfect for the Atari ST. Although the program is still in the debugging stage, and no full release is expected until summer, Word Perfect appears to be the professional, full-featured word processing package that many have been waiting for since the ST came out almost two years ago...)

WordPerfect for the Atari ST

WordPerfect Corporation introduces WordPerfect for the Atari ST. The following is a brief list of features for this professional word processor:

Compatibility - File compatible with WordPerfect 4.1 for the IBM PC and other computers, allowing for direct document transfer to and from the ST without losing document format. Function keys are defined the same between versions, for increased ease of learning.

Footnotes/Endnotes - Footnotes and endnotes are automatically numbered and renumbered as you edit. Footnotes are properly placed at the bottom of the page, and endnotes are compiled at the end of the document. There is no limit to length, as all notes can overflow the current page if you designate.

Interface - WordPerfect fully supports the GEM interface. Virtually all functions may be easily accessed with either the mouse or the keyboard. Desk accessories are fully accessible from inside WordPerfect.

List Files - A complete set of disk utilities is included, for total file maintenance.

Macros - Record any series of keystrokes or mouse actions and recall them with a single keystroke. Macros can be chained or conditional, as well as delayed.

Math - Math mode allows creation of numeric tables in your document, with automatic calculation of subtotals, totals, grand totals, or your own custom math functions.

Merge - Merge can be used to automate many office procedures, including forms, labels, contracts, and other time-consuming tasks. The Merge feature may also be combined with macros to create powerful user-defined functions.

Paragraph/Outline Numbering - Paragraphs can be automatically numbered in several different styles. Or, use the outline feature to simply organize your documents.

Printer Support - WordPerfect supports over 200 printers, including most laser printers. Documents can be printed using true proportional spacing, font downloading, or virtually anything else your printer is capable of.

Thesaurus - A fast 115,000-word dictionary with phonetic and word-template look-up is included. Fully expandable, with legal and medical terms already included.

Table of Contents/Index Generation - Create a table of contents or index for your document, consisting of up to five levels.

Text Columns - Up to five newspaper-style or static text columns may be displayed and edited on-screen.

Thesaurus - Synonyms and antonyms may be displayed for up to three different words at the same time.

Undelete - The last three deletions or series of deletions can be restored at will, at any location you choose.

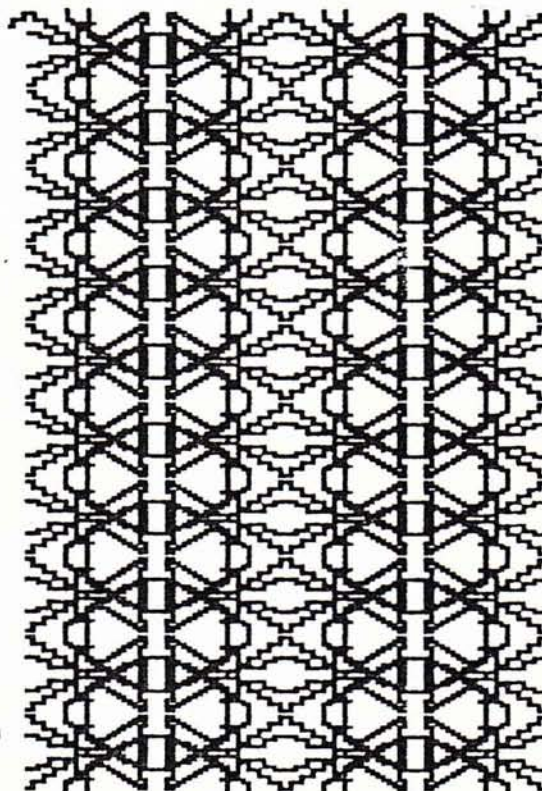
Virtual Memory - Data can flow onto disk when computer memory is full. No longer are your documents limited by available memory, but only by disk size.

A complete manual, including graduated lessons, a thorough reference section, and a color-coded keyboard template, provides ease of operation for both new and experienced WordPerfect users.

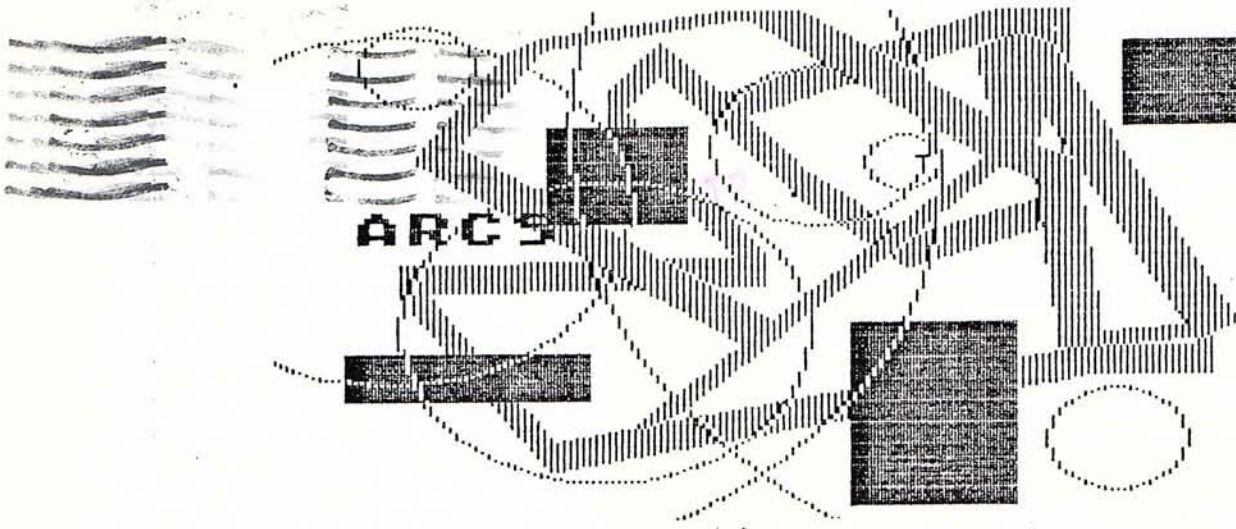
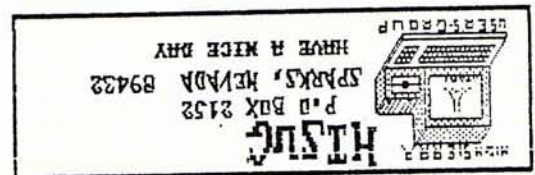
WordPerfect is scheduled for release this summer. Watch for world-class word processing at your local Atari dealer.

Questions can be directed to Jeff Wilson, Manager of Atari Development for WordPerfect Corporation, at CIS: 72447,3427. Or write:

WordPerfect Corp.
288 West Center
Orem, UT 84057



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